GRAN TURISMO® 3

THE REAL DRIVING SIMULATOR

A-spec

POLYPHONY™ DIGITAL

SONY COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-50294

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 260KB minimum • i.LINK compatible: 1 – 6 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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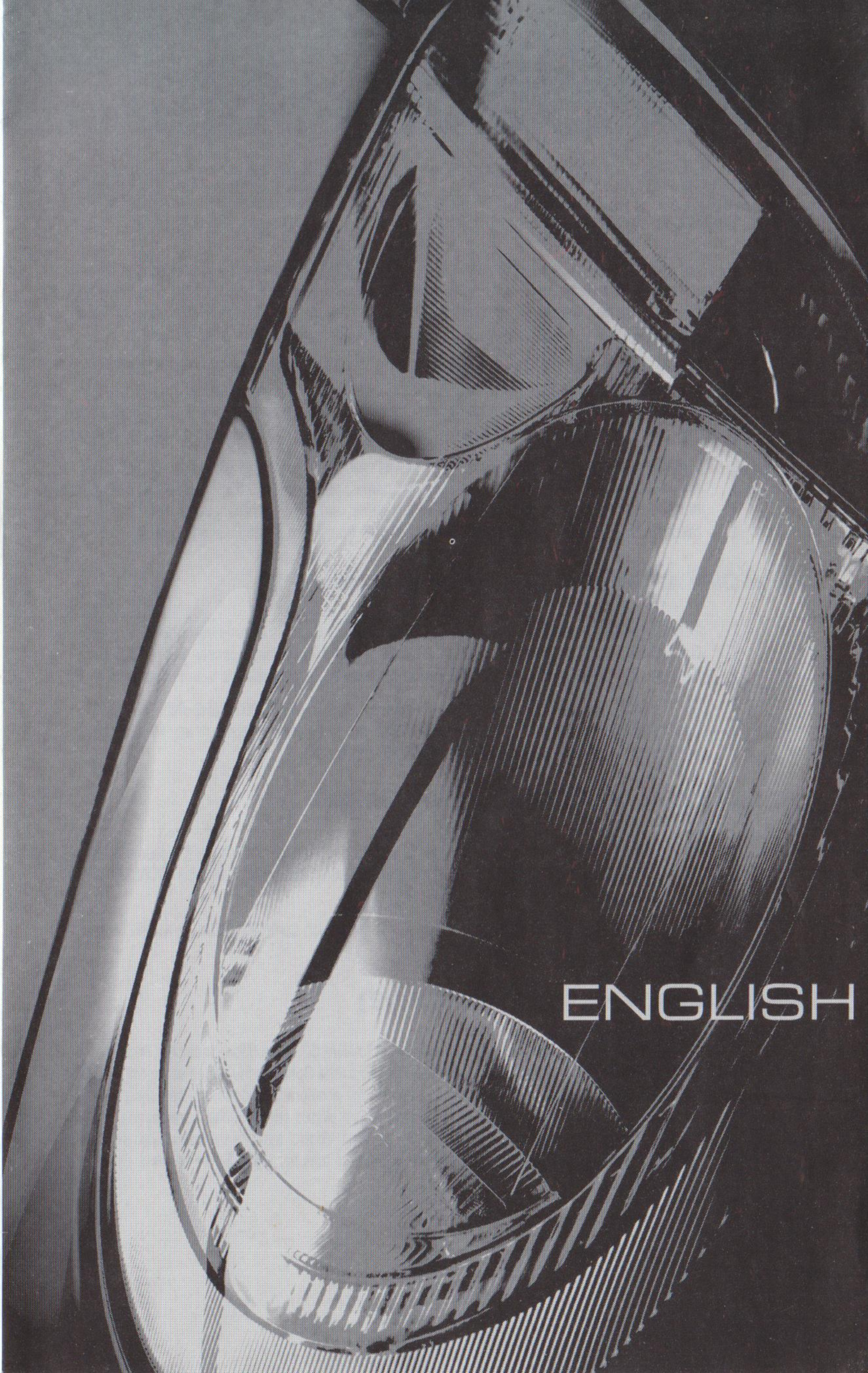
ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **GRAN TURISMO®3 A-SPEC** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved **GRAN TURISMO®3 A-SPEC** data.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick. In order to use the left analog stick, the Analog Controller (DUALSHOCK®2) should be in analog mode (mode indicator: Red).

In **GRAN TURISMO®3 A-SPEC**, you can use either the Analog Controller (DUALSHOCK®2) or the GT FORCE™ Steering-Wheel Controller.

Analog Controller (DUALSHOCK®2)

The Analog Controller (DUALSHOCK®2) will default to ANALOG mode (Mode indicator: Red) on boot-up. The vibration function can be turned ON/OFF in the Option Menu. When using the ○, ×, △, □, L1, L2, R1 and R2 buttons to operate the accelerator and the brakes during a race, the Controller is used in analog fashion, and the degree of pressure on the pedals corresponds to how hard the buttons are pressed. Press ↑, ↓, ← or → to control the steering-wheel also in analog fashion. The steering-wheel turning-angle corresponds to how hard ↑, ↓, ← or → are pressed.

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The GT FORCE™ Steering-Wheel Controller

NOTE: before using the GT FORCE™, read the product's accompanying instruction manual. Before switching ON the power to your console, insert the GT FORCE™ directly to the console's upper USB connector, and do not disconnect it while the console is booting up. A USB hub cannot be used.

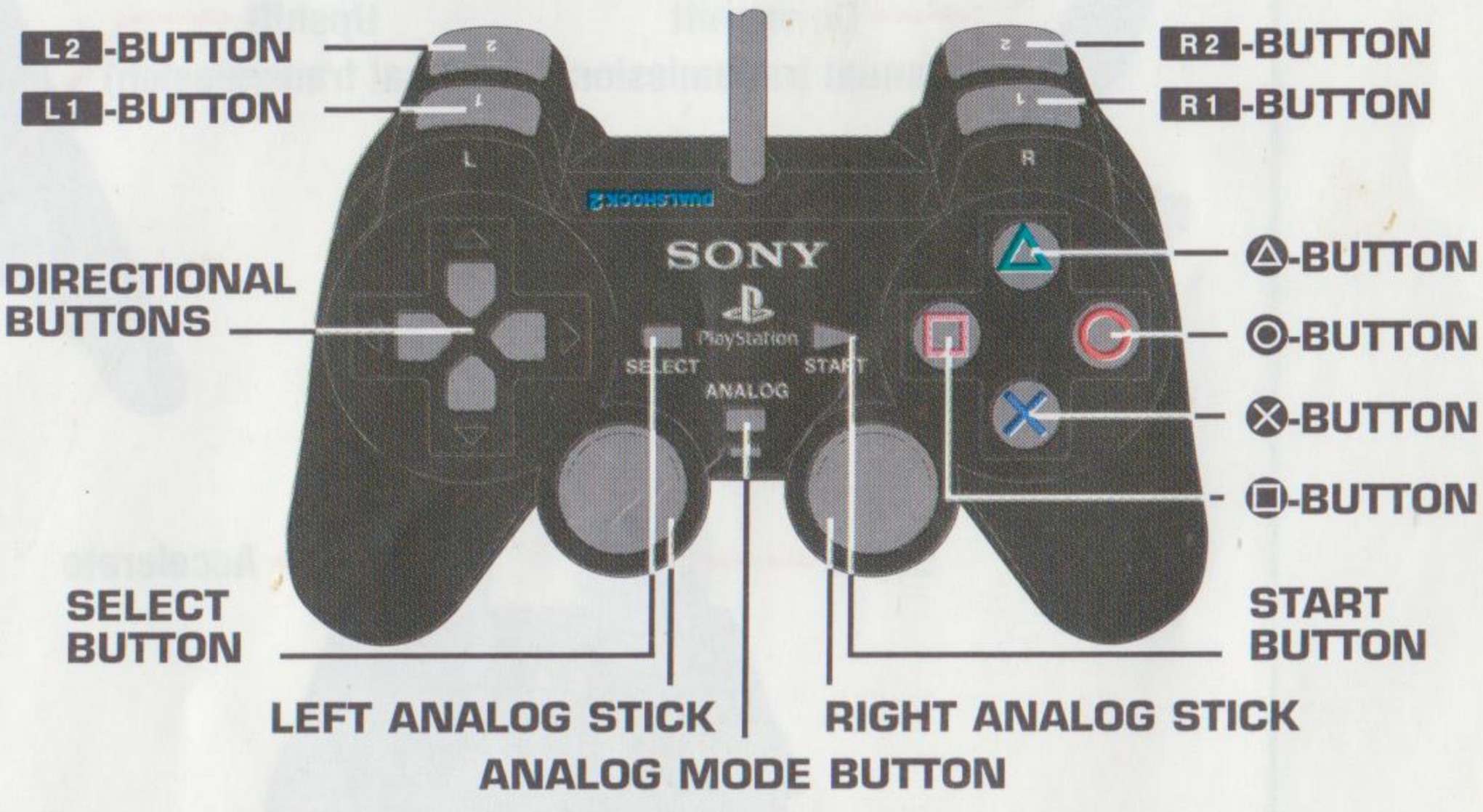
Use the GT FORCE™ Steering-Wheel Controller to drive your car just like a real car, and feel the feedback exerted on the steering wheel corresponding to the status of the car.

If you boot up your console with the GT FORCE™ already inserted, the steering wheel will automatically move as the CPU checks the connection. The settings for the steering wheel and the pedals can be altered in the Option Menu outlined elsewhere in this manual.

RACING CONTROLS

NOTE: only the Analog Controller (DUALSHOCK®2) supports the Analog buttons system.

Analog Controller (DUALSHOCK®2)

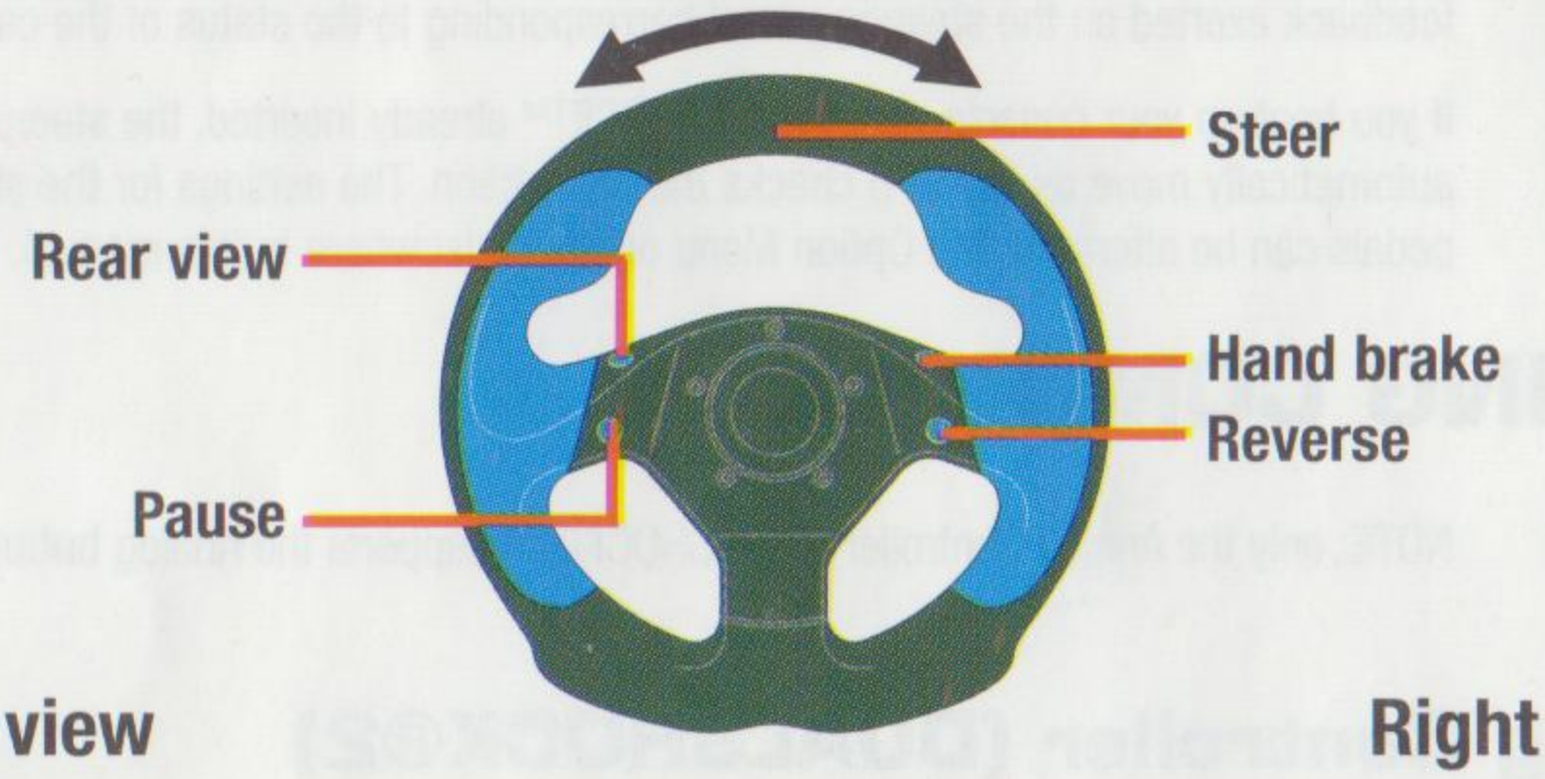


Left analog stick /directional buttons:	Steer	L1 button:	Rear view
× button:	Accelerate	R1 button:	Change viewpoint
□ button:	Brake	R2 button:	(Manual Transmission) shift up
△ button:	Reverse	L2 button:	(Manual Transmission) shift down
○ button:	Hand brake	START button:	Pause

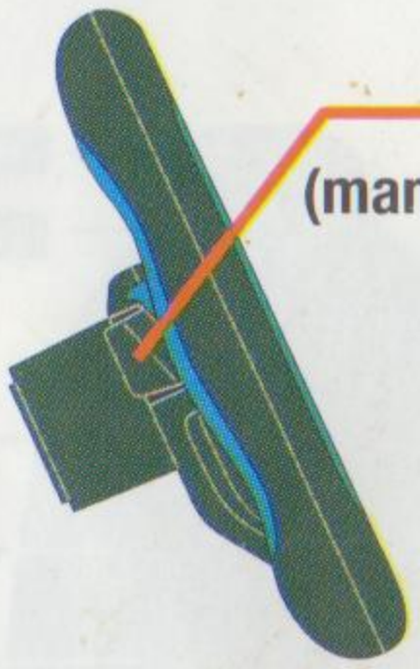
NOTE: the vibration function can be turned ON/OFF in the Option Menu. When using any of the buttons on the Analog Controller (DUALSHOCK®2) to steer, accelerate or brake during a race, the amount of pressure applied to the button corresponds to the amount applied to the wheel or pedal.

GT FORCE™ STEERING-WHEEL CONTROLLER

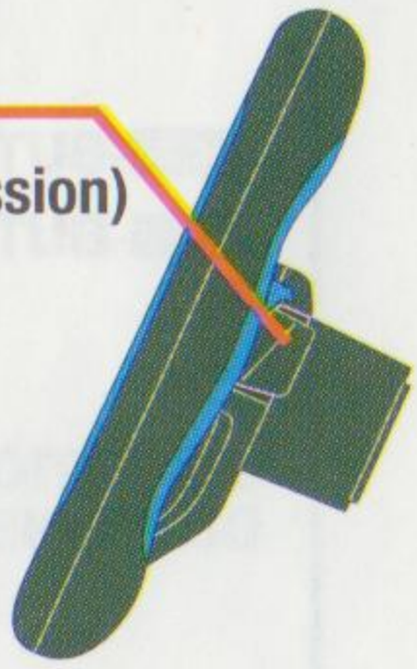
Front view



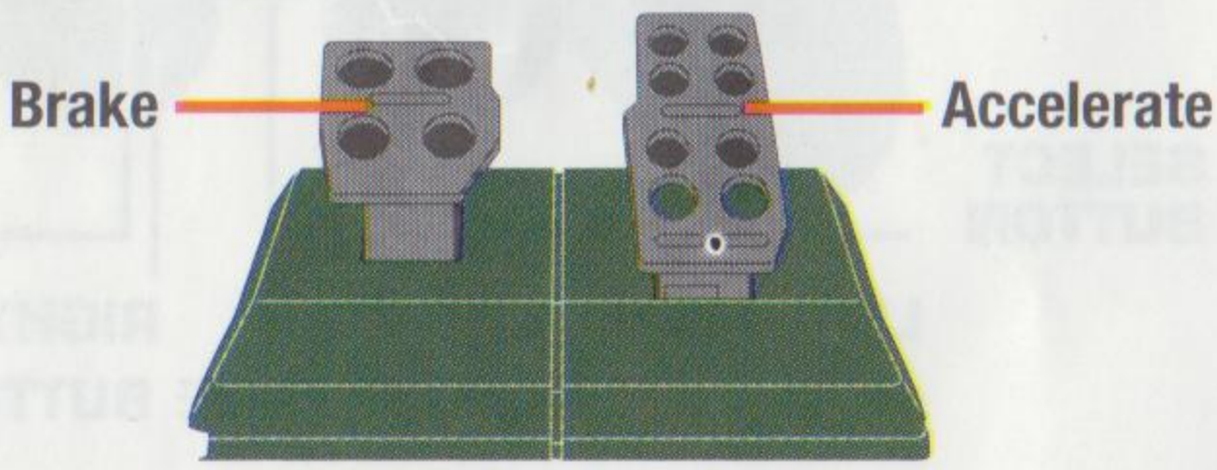
Left view



Right view



Foot pedals



Steering-wheel:	Steer	Button A:	Pause
Button X:	Rear view	L button/R button:	(Manual Transmission) shift
Button Y:	Hand brake	Brake pedal:	Brake/cancel menu
Button B:	Reverse	Accelerator pedal:	Accelerate/accept menu

NOTE: before using the GT FORCE™, read the product's accompanying manual. When using one GT FORCE™ only, please ensure it is inserted into the upper USB connector.

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REPLAY CONTROLS

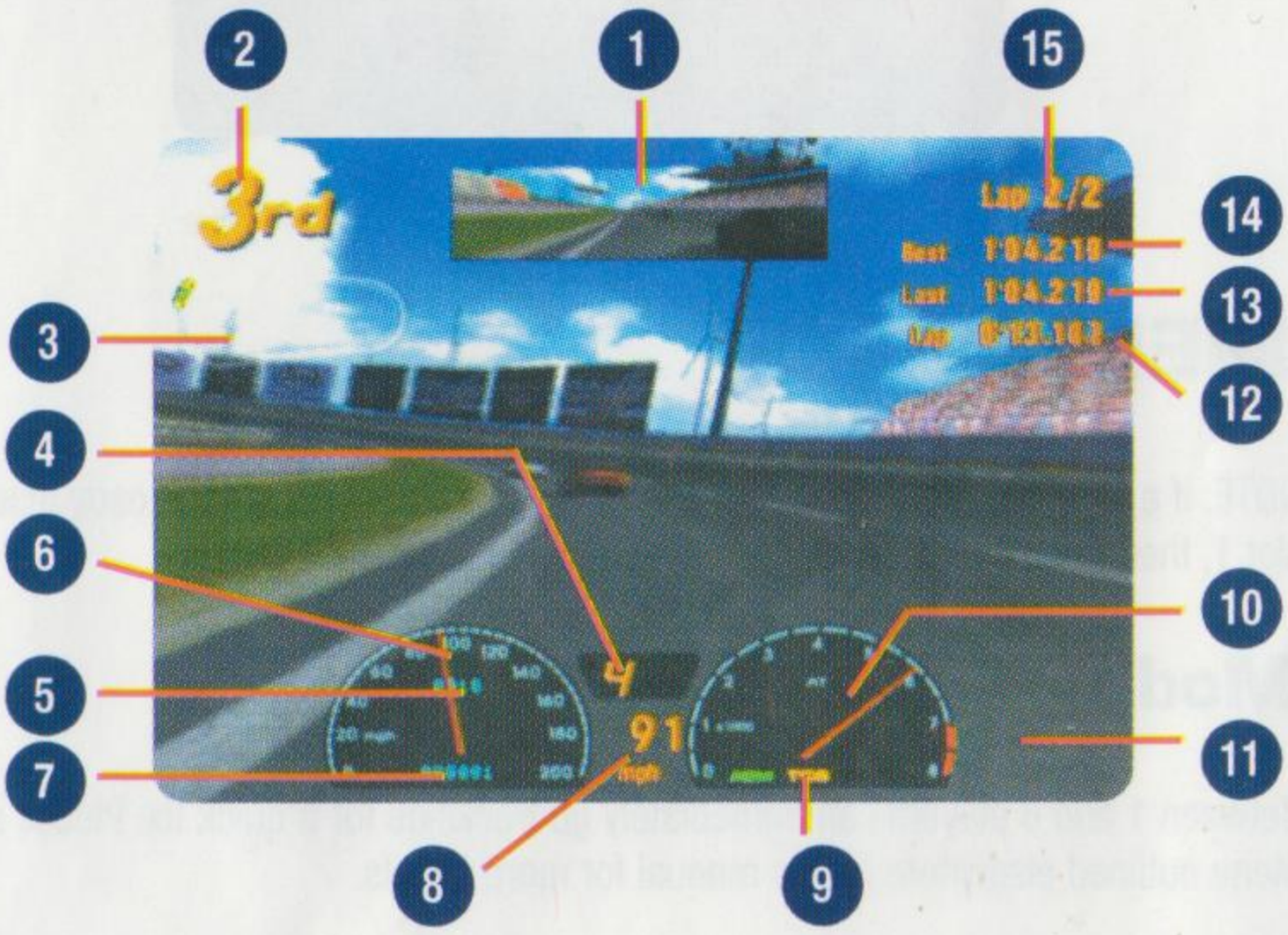
Analog Controller (DUALSHOCK®2)

⊗ button:	Switch between Replay Camera and On-Board Camera
START button:	Pause
Directional buttons:	Select Target (only when using Manual Select)

THE GAME SCREEN

The Game Screen

NOTE: the screen display will vary slightly depending on the option settings and other factors.



1 Rear Mirror
2 Position in race
3 Course Map
4 Current Gear
5 Trip Meter (automatically reset for each race)
6 Speedometer
7 Odometer
8 Digital Speed Display Indicator
9 Active Stability Management (ASM), Traction Control System (TCS), Hand Brake, and Oil Indicator Lamp
10 Tachometer
11 Boost Meter (for turbo cars only)
12 Lap Time
13 Best Lap
14 Total Time
15 Number of Laps / Total Laps

GETTING STARTED

After a short cinematic introduction, the Main Menu will be displayed.

MAIN MENU

NOTE: if a Memory Card containing previously saved game data is already inserted in MEMORY CARD slot 1, then the game data will be loaded automatically upon boot up.

Arcade Mode

Between 1 and 6 players can immediately go trackside for a quick fix. Please see the Arcade Mode Menu outlined elsewhere in this manual for more details.

Gran Turismo Mode

Experience the racing life to the max (for one player only). Please see the Gran Turismo Mode Menu outlined elsewhere in this manual for more details.

Replay Theatre Menu

Play back or manage your replay data.

Load Game Menu

Select a MEMORY CARD slot to load previously saved **GRAN TURISMO®3 A-SPEC** game data. When the loading process has been completed successfully, the settings for Arcade Mode and Gran Turismo Mode, and the Option settings, will be updated simultaneously.

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Save Game Menu

Select a Memory Card slot to save your game to and press the ⊗ button to confirm. The saved game data will include the settings for Arcade Mode, Gran Turismo Mode and the Option settings.

NOTE: one Memory Card only holds one player's data. To save another player's data please use a separate Memory Card with no previous **GRAN TURISMO®3 A-SPEC** saves. Please ensure you have at least 260KB of free space to save your game data.

File Operation

Previously saved **GRAN TURISMO®3 A-SPEC** data will be displayed and can be copied or deleted here. You can also view, copy and delete other game data within this option.

Option Menu

This menu is used to specify various game settings. For more details, please see the Option Menu outlined later in this manual.

ARCADE MODE MENU

Single Race

This mode is used to select a one-off race.

Time Attack

Select a circuit and race against the clock in a pre-selected car.

Free Run

The objective of Free Run Mode is to achieve the fastest lap time on the course of your choice, in the car of your choice.

2 Player Battle

In this mode, two players race against one another on a split screen.

Bonus

Depending on your progress in the game, you will acquire various prizes. Scroll through the Bonus Menu to discover the rewards that you have unlocked.

Load Garage

This menu is used to load Gran Turismo Mode garage data from a Memory Card, for a 2 player battle. Because the loaded data is to be used for a 2 player race, the game data is not updated.

i.LINK Battle

In this mode, 2 players can play via the i.LINK (IEEE1394) cable (4 pin to 4 pin), or up to 6 players via an IEEE1394 hub using the IEEE1394 cable (4 pin to 6 pin). For further details, please see the i.LINK Battle Mode Menu outlined elsewhere in this manual.

Arcade Mode Race Sequence

The basic race sequence in Arcade mode is set out below. The sequence varies slightly between modes.

Level Selection
Choose from EASY, NORMAL or HARD. The higher the level, the faster your rivals will drive.

Select Course
Select the course. Pay attention to the total length of the course and the type of road surface.

Select Class
Select the class in which you want to enter. The types of car that can participate in any given class are pre-determined. If you select "Home Garage" or "Guest Garage", you can select the cars to be included in the garage for Gran Turismo Mode. Each car belongs to a certain class, so your choice of class will affect your choice of car. If you intend to select "Guest Garage", you will need to load the garage data beforehand, using "Load Garage" in the Arcade Mode menu.

Select Car
Press ⬅ and ➡ to select the car you want to drive. Press ⬆ and ⬇ to change the car body colour (except for Garage cars, for which the colours cannot be changed). Press the ⊗ button to confirm. Then press ⬅ or ➡ to choose either "AUTOMATIC" or "MANUAL" transmission, and press the ⊗ button to confirm. Finally choose either "RACING" or "DRIFT" option and press the ⊗ button to confirm.

Race/Time Attack
When you select your car, the race begins. To abort a race, press the START button to pause, and then select "EXIT".

After a Race/Time Attack
When the race is over, the replay will be shown. To skip the replay, press the START button and select "EXIT".

MODE MENU
In each mode, the Mode Menu will be displayed before and after a race. The items that can be selected will vary slightly depending on the mode you choose, and other factors.

Start
This option starts the race.

Start Replay / Save Replay
This menu is used to either play back the replay of the race just finished, or save the replay data.

Machine Settings
If you are using a car that you have tuned, you can use this menu to change some settings. For further details, please see the Machine Settings Menu outlined elsewhere in this manual.

Load Ghost / Save Best
This menu is used to load or save the replay data for your best lap. The loaded data can be displayed as a "ghost" during a Time Attack or Free Run.

Save Game
This menu is used to save your progress in the Championship Event in Gran Turismo Mode. This information can then be accessed via "Load Game" in the Main Menu.

Records
This menu is used to view various records.

Data Logger
This menu is used to view the best lap replay in the Logger View.

Options
This menu is used to change various game settings.

Time Attack Menu

Best Time Display
The Top 3 best times achieved so far will be displayed.

Ghost
If you have previously loaded some Best Lap Replay data using "Load Ghost" in the Time Attack Menu, the replay data will be displayed as a "ghost" car during the Time Attack.

2 Player Battle Mode

In 2 Player Battle mode, two players compete on a split screen. Player 1 uses the controller inserted into controller port 1 or the upper USB connector (assuming the console is in the horizontal position, resting on its base).

Player 2 uses the controller inserted into controller port 2 or the lower USB connector (assuming the console is in the horizontal position, resting on its base). When Player 1 selects the course, you will be taken to the screen where each player selects the car they want to use. When the cars have been selected, the race starts.

Race Screen
If the Screen (aspect ratio) setting in the Option menu has been set to "4:3", the Race Screen will be split horizontally, while if it has been set to "16:9", the Race Screen will be split vertically.

i.LINK Battle Mode Menu

In i.LINK Battle Mode, up to 6 players can play simultaneously by linking their PlayStation®2 consoles together using IEEE1394 cables and an IEEE1394 hub.

Connecting The Consoles
NOTE: before inserting the i.LINK (IEEE1394) cable into the PlayStation®2, switch the power off on the console.

If two players are going to race in i.LINK Battle Mode, with each player using a separate PlayStation®2 and TV screen, connect the two consoles by inserting either end of a 4 pin to 4 pin i.LINK (IEEE1394) cable into the i.LINK IEEE1394 connector on each console.

If three or more players are going to race in i.LINK Battle Mode, using 3 or more PlayStation®2 consoles and TV screens, use a commercially-available IEEE1394 hub, and connect all the consoles by inserting an i.LINK (IEEE1394) cable into the i.LINK IEEE1394 connector on each console, and the other end into the IEEE1394 hub.

There are different types of i.LINK IEEE1394 cables, one type connects console to console and another type connects console to IEEE1394 hub. Only one IEEE1394 hub can be used. It is not possible to link several IEEE1394 hubs together. If 6 players are going to play at once, you will need to use a six port IEEE1394 hub. Please consult your local retailer for more information.

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Activating The Connected Consoles

Insert a **GRAN TURISMO®3 A-SPEC** disc in each console. Next, switch the power on. Each player must select "i.LINK Battle" from the Arcade Mode Menu, and then, when the "STANDBY" screen appears, choose either "Battle Mode" or "TV Mode". You will not be able to make this selection until the Standby screen has appeared on all the linked consoles. On the Standby screen, there is a countdown period during which all the players have time to choose either "Battle Mode" or "TV Mode". When the countdown reaches zero, the race begins. Any player who selects "TV Mode" will be able to view the race without taking part. While viewing a race, the controls are the same as during a Replay.

Race

In races played in i.LINK Battle Mode, none of the cars are controlled by the CPU.

Gran Turismo Mode Menu

Press ↑, ↓, ← or → to navigate the white pointer around the map.

My Home

Use this menu to check which cars you own, change cars, check your progress in the game, and so on.

Car Dealer

Use this menu to buy cars from dealers all over the world.

License Centre

Use this menu to acquire licenses needed to enter certain races.

Go Race

Use this menu to participate in various kinds of race.

Tune Shop

Use this menu to buy parts and to tune your car.

GT Auto

Use this menu to buy wheels, change the oil, or wash cars.

Machine Test

Use this menu to drive the test course in your own cars, to check their performance and their limits.

GRAN TURISMO MODE SEQUENCE

In Gran Turismo Mode, the object is to win prize money in races so that you can buy more cars, tune them up, and then win higher-grade races.

Buy Car
You can buy cars from dealers all over the world. The types of car eligible to enter varies from race to race.

Obtain License
For some races, you will need to obtain a certain license before you can enter. You will be granted each license after taking and passing the relevant exams.

Race
Victory in races depends on skill, car type, and other factors. If you perform well in a race, you will be awarded a prize.

Buy Parts / Tune Cars
When you win prize money in a race, use it to buy extra parts and tune up your cars.

Change Settings
Change the settings for the car body and parts. You can change the settings by either using the pre-race menu, or alternatively, by selecting "Run & Settings" in the My Home Menu.

MY HOME MODE

Garage
Use this menu to view the cars you own. From the list displayed, select the car you wish to view. An enlarged view of the car will then be displayed. On the enlarged display screen, you can view the specification, change the wheels, sell the car or select it as your current vehicle.

Game Status
Use this menu to check your progress and your history.

Trade
Use this menu to trade cars between two sets of game data.

Run & Setting
Use this menu to change the settings for the car you are currently driving, or to test-drive the car.

Save Game
Save the game data to Memory Card. For more information, please see the Save Game Menu outlined earlier in this manual.

Credits
This menu is used to display copyright information of various kinds.

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LICENSE CENTRE MODE

In License Centre Mode, you can acquire the licences you need in order to take part in various races. The licence categories are as follows: Domestic Class B and Class A, International Class B and Class A, Special License and Rally License. When you select the license you want to acquire, you will be moved on to the Select Exam screen.

Select Exam Screen

On the Select Exam screen, you can select the Exam you wish to take. Each exam icon will display your grade so far, and if you place the cursor on a particular exam, the title of that exam, the car to be used, and the pass-mark time will appear at the bottom of the screen. Once you have passed exams 1 through 7, you will be able to sit Graduation Exam 8. If you pass the Graduation Exam, you will be awarded the license.

License Menu Screen

When you select the exam you want to take, the License Menu screen will appear. When you select the "START" option on the License Menu, the exam will begin. If you pass the exam, you will receive a gold, silver or bronze cup, depending on pre-determined time criteria. The first time you take an exam, it is a good idea to select the "DEMO" option first, and check out what the exam involves.

GO RACE MODE

In Go Race Mode, you can take part in various races. Each race has its own entry conditions regarding licenses, types of car and so forth, and for each set of conditions, one or more races are grouped together as "events".

Beginners' League

This league is made up of events aimed at beginners. Many events can be entered without a license. When you are starting out, it's a good idea to use Beginners' League to earn prize money and gain experience.

Amateur League

In Amateur League, you will race against faster competitors than in Beginners' League. You should adjust your driving style accordingly and select your tyres with great care.

Professional League

This is the most advanced league in Gran Turismo mode. To win races in Professional League, you will need to hone your car's performance, your driving technique, and also your skill at tweaking the settings.

Rally Events

Rally Events take place on dirt-track courses.

Endurance Races

These are long-distance, long-duration races.

INSTRUCTIONS ON TAKING PART IN EVENTS

In Go Race mode, once you have selected a league, the Select Event screen will be displayed.

Select Event Screen
Press ⬅ and ➡ to select the event you want to take part in. The scores for the races you have already completed in each event will be displayed beneath the event names shown at the bottom of the screen.

Select Race Screen
When you have selected the event you wish to participate in, you must then select which of the races in this event you wish to enter. By selecting the ⓘ icon at the left side of the menu, you can check the licenses required, the types of cars eligible to enter, and other event information. In championship events where participants compete on a score basis over several races, you can participate in all the heats.

Entry Screen
When you select a race, the Entry screen will appear. By selecting "PREVIEW", you can check the course for the selected race, and the types of car eligible to participate. When you select "ENTRY", the race will begin.

TUNING SHOP MODE

Brakes And Suspension
This menu covers the brake kit, brake balance controller, and the suspension.

Engine And Exhaust System
This menu covers ROM and NA tuning, increasing the displacement and other engine-related procedures, plus the tuning of the exhaust system.

Drive System
This menu covers the transmission, flywheel, clutch, propeller-shaft and limited slip differential (LSD).

Turbo System
This menu covers the turbine kit and the inter-cooler.

Tyres
This menu covers various types of tyres.

Electronic Controls, Etc.
This menu covers the yaw control system and other electronic control systems, plus tuning procedures applying to the car body as a whole, such as weight reduction.

MACHINE SETTINGS

Parts Change
Use this menu to change parts installed in the car.

Settings
Use this menu to change the settings for parts installed in the car.

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Load Settings

This menu is used to load settings data from Memory Card. When you load settings data, the settings for your current car will be changed. If the settings data you are trying to load is for a different type of car than the one you are currently driving, you will not be able to load the data. Settings data for parts not installed in the car you are currently driving will be ignored. Parts for which no settings data is present will not be updated.

Save Settings

This menu is used to save settings data to Memory Card. The data for the car you are currently driving will be included in the settings data.

Replay Theatre Menu

Load Replay

This menu is used to load or play back replay data from Memory Card. Select "LOAD" to access the replay.

Demonstration

This option is used to play back demonstration data which can highlight valuable driving techniques.

Data Logger

This option displays the Logger showing all the data recorded within the replays.

REPLAY OPTIONS

If you Pause while a replay is in progress, you will be able to choose one of the following replay options:

Mode

This option sets the replay method. Choose from Normal, Audio, Race or Training.

Mode	Effect On Replay	Available Target		
		Manual Select	Top Car Only	Auto Select
Normal	Standard Replay	o	x	x
Audio	Synchronised to background music	x	x	o
Race	Emphasises the racing competition	o	o	o
Training	Uses trackside cameras to aid training	o	x	x

Target

This option is used to specify which car the replay camera is aimed at.

Item

This option is used to specify the information to be displayed during a replay.

Sound
This option is used to turn the background music and special effects ON/OFF during a replay.

TYPES OF REPLAY DATA
Replay data comes in the types listed below. They vary in terms of the modes in which the data can be saved, and the details that can be displayed.

Full Lap Replay
If you choose this option, the whole replay data will be saved, from the beginning of the race to the end in Arcade Mode single race, 2 Player Battle or any Go Race event in Gran Turismo Mode. In a Full Lap Replay, the Logger View cannot be used.

Best Lap Replay
If you choose this option, only the data for the fastest lap recorded for the race or time attack will be saved. Best Lap Replay data can be saved by selecting "Run & Setting" in Time Attack or Free Run mode within Arcade mode, or My Home mode within Gran Turismo mode. Each licence test, 0-400m and 0-1000m from the Machine Test Menu, can also be saved. Using Best Lap Replay, you can display "ghosts" in Time Attack or Free Run mode within Arcade mode, or display the Logger in Replay Theatre mode.

REPLAY DATA SIZE
The size of the replay data is displayed in KB units. A race will generate about 50KB of replay data. To save 50KB of replay data, you will need a Memory Card with at least 50KB of free space. In the case of unusually long races and time attacks, it may not always be possible to record all the data for replay.

LOGGER VIEW
You can use the Logger View to display your car's status objectively, in terms of data, while driving. This is very useful for the purpose of spotting the weaknesses in your own driving, comparing two different drives, and improving your skills even further.

LOGGER VIEW MENU
If you select "Data Logger" in the Replay Theatre Menu displayed after a race or Time Attack in Arcade Mode or Gran Turismo Mode, the Logger View menu will appear. If you then load one or two sets of Best Lap Replay data, and select the display type, the Logger View will begin.

Track A
Select this option to load the first set of Best Lap Replay data. If you proceed to the Logger View directly from the menu displayed after a race or time attack, then the Best Lap Replay data for the race just finished will be loaded automatically.

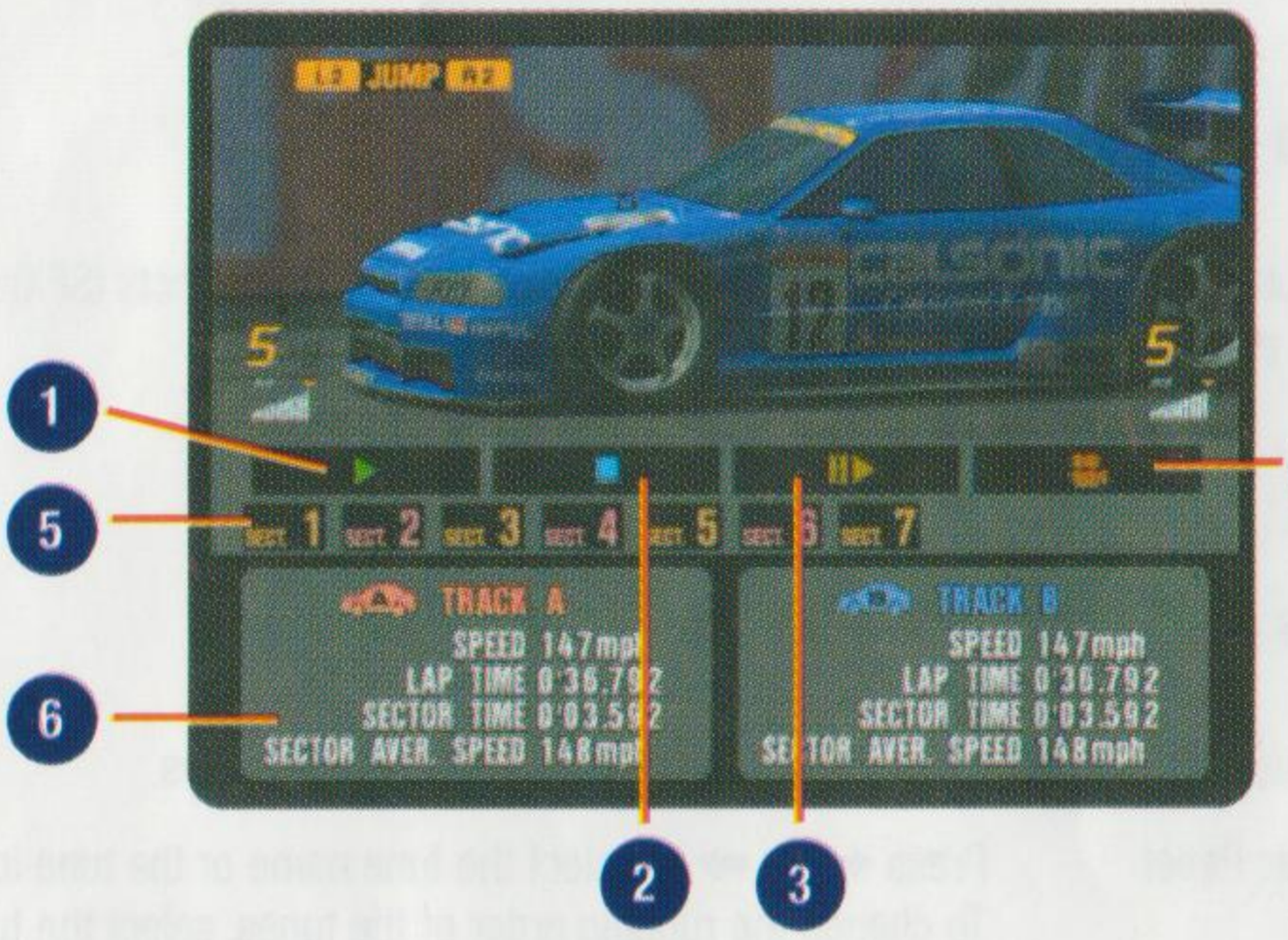
Track B
Select this option to load the second set of Best Lap Replay data. It is not possible to load data for a different course to the one selected in "Load File A". If you do not wish to compare two drives, you do not need to load a second set of data.

DISPLAY TYPES

The Logger View has two different display types. With any display type, press the L1 button or the R1 button to change the sector (i.e. the segment of the course) being viewed. Press the L2 button or the R2 button to switch modes within the data logger.

Replay Logger

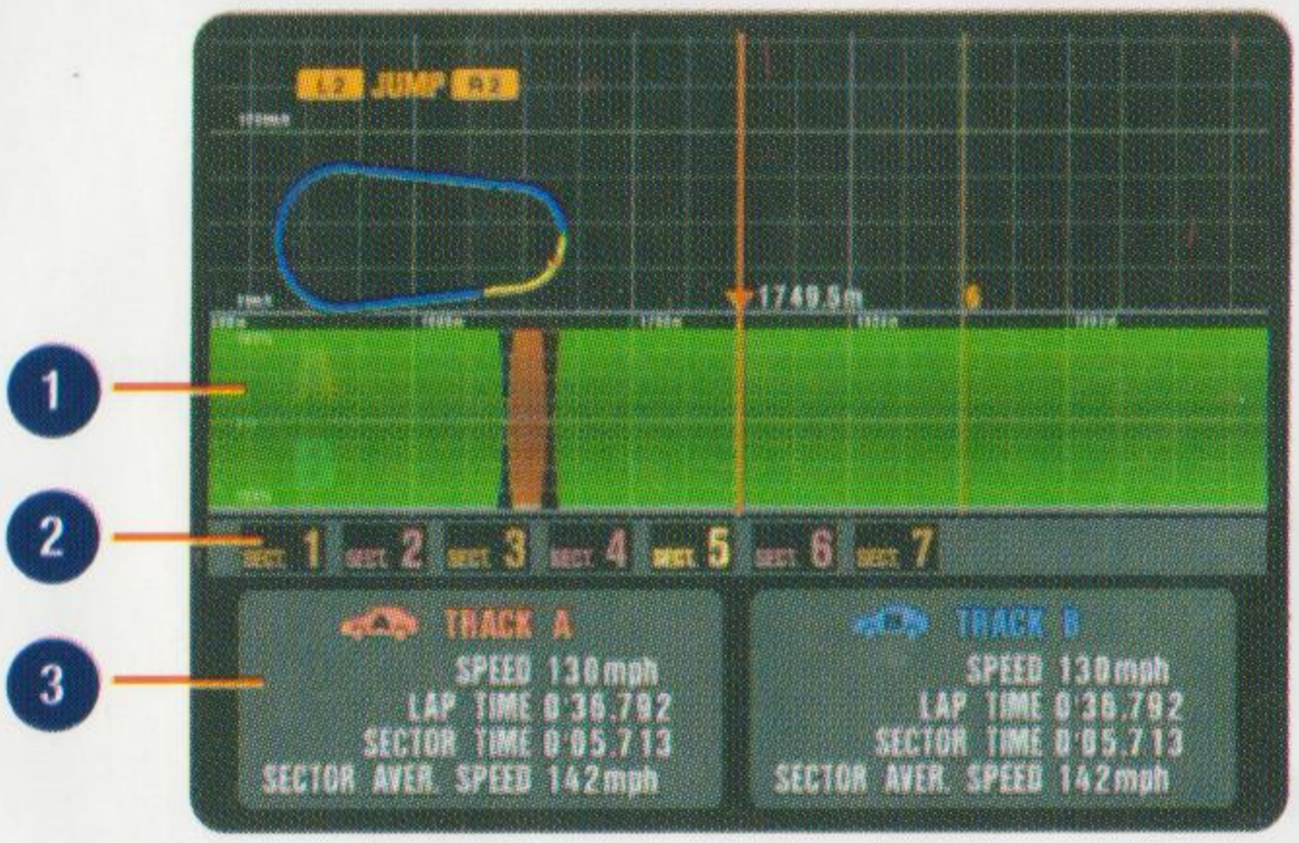
When you select the desired sector, the replay will begin. Press ⬆ or ⬇ to select Replay Controls or the current lap sector and press the ⊗ button to confirm. You can play, stop or slow down the replay and also change the camera angle.



1 Replay
2 Stop
3 Slow replay
4 Change camera view
5 Current sector
6 Car A/B situation

Graph Logger

When you select the desired sector, the status of the car will be displayed as a graph. You can use the left analog stick to change the scale of the graph, and the right analog stick to scroll through it. Press the START button to open the Graph Menu to view and set the Speed, Accelerator and Brake graphs, and turn the display of cars A/B on or off.



1 Displayed sector
2 Sector
3 A/B car

OPTIONS MENU

Screen Settings

This menu is used to set the display method for the race screen.

Select Screen: Screen aspect ratio: "4:3" / "16:9"

Sound Options

This menu is used to turn the background music (BGM) and the sound effects (SFX) ON or OFF during races, replays and menu screen navigation.

Music Options

This menu is used to set the tune to be played in menus, races and replays.

Favourite Music Panel	Press ← or → to select the tune name or the tune icon. To change the running order of the tunes, select the tune name and press the ⊗ button, then move the selection ↑ or ↓. To remove the track from the play list, highlight the tune icon and press the ⊗ button.
Straight	This option plays the tunes in the set order.
Shuffle	This option plays the tunes in a random order.

Vibration Setting

This option sets the vibration function for the Analog Controller (DUALSHOCK®2) for Player 1 and Player 2. Choose either ON or OFF.

Button Configuration

This menu is used to set the button functions for the controls used during a race. If you select "DEFAULT", all button functions will return to their initial settings.

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Race Options

On the Race Options Menu, you can adjust various options available to you during the race.

2 Player Options

This menu is used to set the rules for 2 Player Battle mode and i.LINK Battle Mode within Arcade Mode.

Ghost Settings

You can select whether the ghost is to be automatically updated when the ghost's time is beaten in a time attack. Even if the loaded ghost is displayed without automatic updating, the Best Lap Replay will still be updated correctly.

GT Force Settings 1P / 2P

This menu is used to alter the functions of the GT FORCE™ Steering-Wheel Controller. You can set the Steering Assist Type to Beginner, Amateur, Professional or Simulation; calibrate the steering-wheel and pedals; turn the Force Feedback feature on or off and redefine the button configuration.

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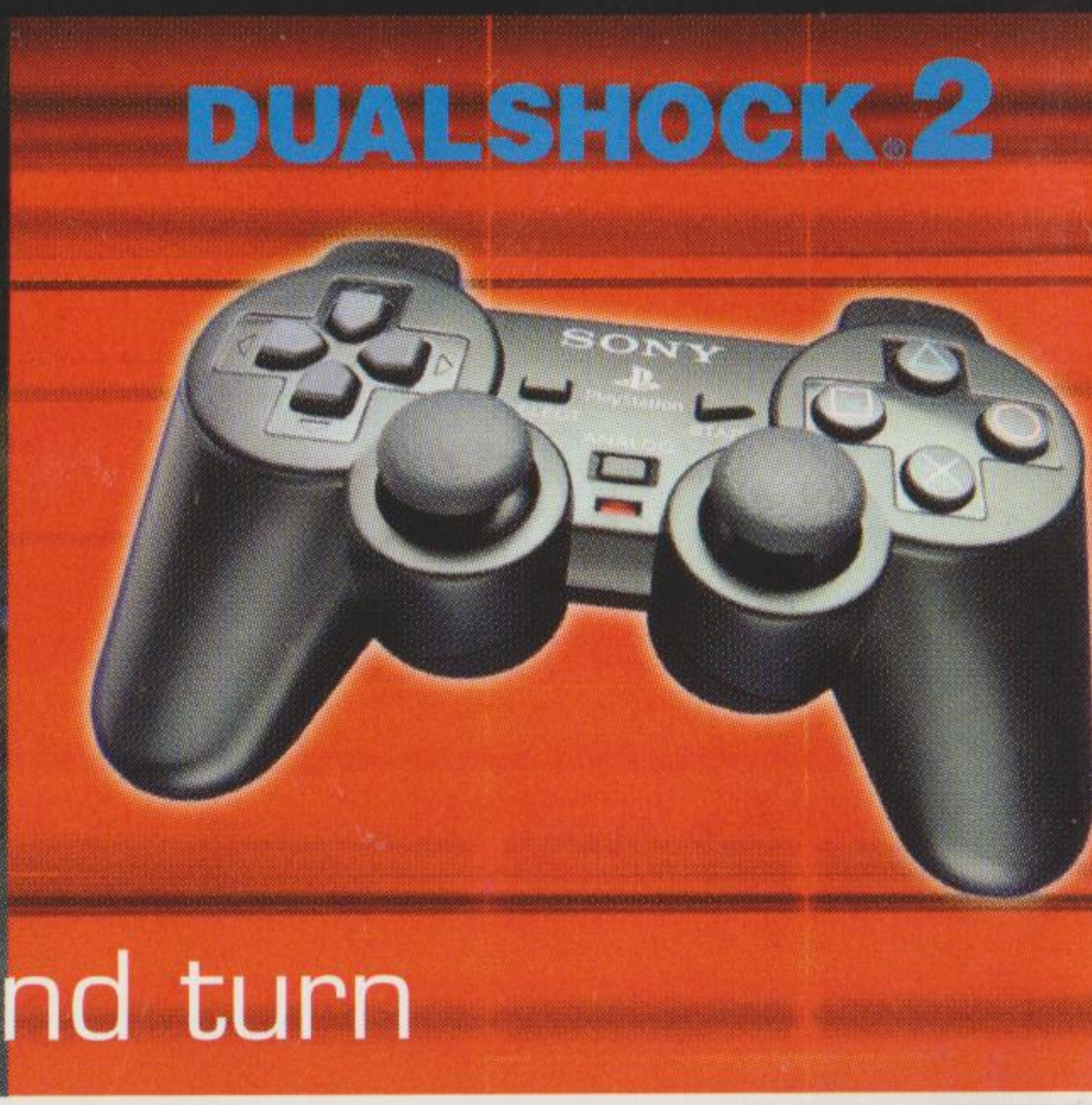
The pocket - sized garage

Analog Controller (DUALSHOCK®2)



Feel every twist and turn

www.scee.com/gt3

SCES-50294

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